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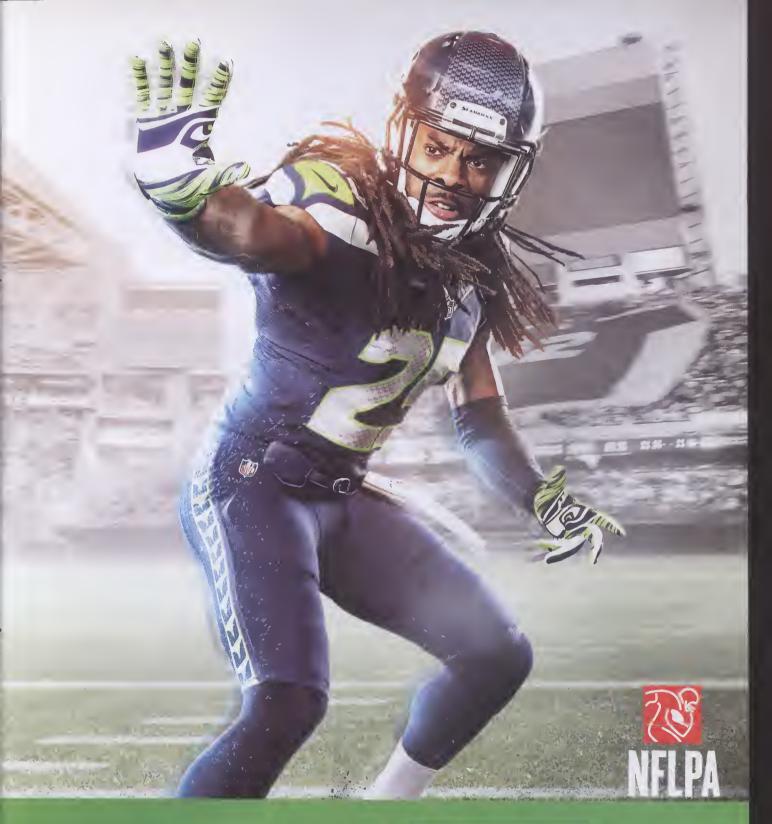
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FROM THE PUBLISHER



nticipation. We love looking forward to our favorite books, movies, and videogames. We read previews, hang on every plece of gossip surrounding that big event, and check the days off our calendar.

With videogames, we even have the chance to pre-order. Not only does this ensure that we receive that big hit the day it comes out, but frequently, it also gives us access to exclusive content available only to those who take the plunge early.

This got the staff of Walmart GameCenter thinking: What could we add to the pre-order bonuses for our readers and all the loyal Walmart customers out there?

Therefore, we're proud to announce the Walmart Launch Day Guides! These digital magazines, from the editors of *Walmart GameCenter*, will be included with many of the games available for pre-order at Walmart and Walmart.com.

Starting with Madden NFL 15, we're going behind the scenes, speaking with developers and designers, and gathering all the info fans want to know. If you've ever wondered what goes into making the playbooks or how EA manages to give Madden that amazing cinematic presentation, then look no further.

The Launch Guides will also feature exclusive videos with interviews of those responsible for bringing your favorite games

to life. It's the perfect opportunity to get up close and personal with the gamemakers themselves.

We aren't stopping there, though. Many of these pre-orders will also include exclusive Starter Strategy Guides from our partners at Prima. These guides will show you everything you need to know to get started with your new games.

After Madden NFL 15, you can look forward to fantastic pre-order packages for such games as Disney Infinity 2.0: Marvel Super Heroes, Call of Duty: Advanced Warfare, Assassin's Creed Unity, Battlefield: Hardline, and many more.

Of course, these Launch Day Guides will be an additional bonus alongside the usual fantastic exclusives that normally come with pre-ordering games, like the Ultimate Team content in *Madden NFL 15* and *FIFA 15*.

Walmart GameCenter is dedicated to giving you the most complete pre-order experience available. We'll also continue to bring you all the latest previews, uncensored reviews, and fantastic interviews with industry leaders.

So, pre-order those big games you're looking forward to at Walmart and Walmart.com, and keep reading *Walmart GameCenter* so that you can continue to stay at the center of everything gaming!

STEVE HARRIS PUBLISHER



PUBLISHER / EDITOR-IN-CHIEF

Steve B. Harris

FOITORIAL

EDITOR Marc Camron

MANAGING EDITOR Andrew Fitch

NEWS EDITOR Eric L. Patterson

ASSOCIATE EDITORS Ray Carsillo, Josh Harmon,
Chris Holzworth

CONTRIBUTORS

Matt Cabral, Paul Semel, Quartermann

ART DIRECTION

Michael Hobbs Michael Stassus

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Senior Buyer, Video Games **R. Eric Bright**

EGM MEDIA, LLC

8840 Wilshire Blvd.
Third Floor
Beverly Hills, CA 90211
www.egmmediagroup.com

PRESIDENT Steve Harris

ASST TD THE PRESIDENT Jodi Bonestroo
CIRCULATION CONSULTANT Ron Sklon
LEGAL Bob Wyman
ACCOUNTING Oz Abregov

SUBSCRIPTION INQUIRIES

gamecenter@egmnow.net

ADVERTISING

ADVERTISING DIRECTOR Jeff Eisenberg
ADVERTISING SALES Natalie Mian
ADVERTISING MANAGER Elizabeth Scott

FOR ADVERTISING INQUIRIES

800-875-6298, ext. 120 adsales@egmnow.net

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came on!

GAMING NEWS, NUMBERS, AND GOSSIP

BETA-TEST HELPS BUILD A BETTER BATTLEFIELD

hile beta-tests have become a big part of the world of videogaming, it's easy to feel sometimes as if their purpose is more to offer up an early demo for a particular game—and less about getting player feedback before that game's official release.

That definitely isn't the case for Battlefield: Hardline, however. EA and developer Visceral Games used the recently ended Hardline beta to take a really good look at what players liked and disliked about the game's multiplayer. While the immediate effect—that of the game being delayed into 2015—may

disappoint some players, the end result will be more than worthwhile.

Lead multiplayer designer Thad Sasser explained some of the changes being made based on feedback he called the "Community's Most Wanted." For example, one of the biggest points of feedback from the Hardline beta was that movement speed felt "sluggish." To combat this, the team will increase character speed going forward—with an additional boost when running with your pistol out. This could be an interesting element to the game's multiplayer: the choice between being faster or having a more powerful weapon ready. Also, camera bounce is

EA AND DEVELOPER VISCERAL GAMES USED THE RECENTLY ENDED HARDLINE BETA TO TAKE A REALLY GOOD LOOK AT WHAT PLAYERS LIKED AND DISLIKED.



tricky in first-person shooters, as the *Hardli*ne team found from the game's beta. Now, that bounce won't directly affect your aiming while laying down suppression fire—just your overall situational awareness.

Another important part of *Battlefield: Hardline* will be its vehicles. After the beta, Sasser says that the team is now looking to add more special driveable vehicles (such as the Fuel Truck) to maps, and that already implemented armored vehicles will be easier to take down thanks to added weak spots in their rear sections. Cars will now offer hand brakes to give them some improved handling, and the team is working on the ability to "nudge" vehicles with a melee attack in case they get stuck on the scenery. Finally, the developer is working on implementing a "Bag Carrier" icon so that teammates can know for sure when the bag carrier is in a vehicle and it's time to put the pedal to the metal.

"This dialogue doesn't end with the beta," Sasser assured fans. "We plan on continuing this from now until launch—and beyond." @

SYTHE NUMBERS

The resolution of the original Game Boy, which just celebrated its 25th birthday

Seconds in which you'll have to defeat five enemies for one of Destiny's Achievements

Release year humorously given in latest trailer for Metal Gear Solid V: The Phantom Pain

Tutorials and drills offered in *Madden*NFL 15's Skills Trainer mode

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SECRET BASES RETURN IN POKÉMON OMEGA RUBY / ALPHA SAPPHIRE

n the upcoming 3DS remakes of Pokémon Ruby and Sapphire, secret bases will be making their return—and they'll be better than ever. For those unfamiliar with the option, secret bases were special hideouts that players could build and personalize in some of the previous chapters of the Pokémon series. In the upcoming Omega Ruby and Alpha Sapphire, secret bases will not only provide for ample



amounts of decoration and customization possibilities, but also let players set up their own personal Pokémon Gyms.



Feeling social? After swapping Secret Bases via either StreetPass or QR Codes, friends can battle each other's Pokémon in those personal Gyms, share decoration items, or check out their friends' captured flag counts. While visiting another trainer's Secret Base, you'll be able to invite them to be your Secret Pal. The more Secret Pals you have, the more options open up in your Secret Base—such as hatching eggs faster or boosting the experience levels of your Pokémon.

FINAL HALO 3 EASTER EGG DISCOVERED

even years after the game's original release, the final hidden secret of Halo 3 has been discovered by Internet Halo fans known by the monikers of Lord Zedd, Nowise10, LeGiiTXSLaYeR, and Moa. The secret? If you press in both analog sticks during a loading screen while playing the game on December 25th, you'll get a wider shot of the Halo ring that materializes as the game loads—with the message "Happy Birthday, Lauren!" written upon it.

In 2012, Halo senior engineer John Cable set off the search for the final Halo 3 secret when, in a Bungie Q&A Mail Sack blog posting, he wrote that "there is one Easter egg in Halo 3 that I don't think anyone has found—stumbled across it in code a while back. It only happens on a specific day...so good luck."

If you're wondering who exactly Lauren is, that would be the wife of former Bungie developer Adrian Perez, who said, in a later edition of the Q&A Mail Sack, "Showing my wife the Easter egg I put in the *Halo 3* loading screen for her—the one that nobody has found yet."

DEEP SILVER DARES PLAYERS TO ESCAPE DEAD ISLAND

hile the reveal of Dead Island 2 at this year's E3 was a major announcement for publisher Deep Silver, some players felt a little left



out, given the game's focus on the new generation of consoles. Well, fear not, Xbox 360 and PS3 owners—you'll have your own brand-new *Dead Island* adventure to look forward to later this year, and it's shaping up to be one heck of an adventure.

In Escape Dead Island, spoiled rich kid Cliff Calo travels with his friends to the top-secret quarantined island of Narapela in order to uncover the truth of what's going on there. While Cliff finds a huge story to uncover, he also finds himself knee-deep in a zombie

infestation that could cost him his life. Making that struggle for survival even tougher? Cliff's mental stability begins to break during the ordeal, causing his view of reality (and the world of the game) to warp in strange, surreal ways.

"Time distorts and folds in on itself; strange messages appear and impossible events shatter reality," explains Alex Toplansky, senior narrative producer at Deep Silver. "If Cliff had any thoughts about this being a routine documentary, he'd be 'dead' wrong."

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AUGUST



MADDEN NFL 15 EA SPORTS / XBO, PS4, 360, PS3

SEPTEMBER





DESTINY ACTIVISION/XBO, PS4, 360, PS3



09

NHL15 EA SPORTS / XRO. PS4. 360. PS3





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GAMING **GOSSIP**

COMPILED BY OUARTERMANN

THE BIOSHOCK THAT COULD'VE BEEN, REVELATIONS FOR RESIDENT EVIL. AND COLE TRAIN TALKS...

hile things typically run pretty smoothly here at the Wolmart GomeCenter offices, your everfaithful Quartermann couldn't help but notice that something seemed to be amiss among his fellow staffers while working on this issue. Turns out they'd all come down with something that professionals call "World Cup Fever." Thankfully, I was immune to its effect—because my World Cup is the yearly fighting-game tournament known as Evolution. This year's competition was red-hot, and while I've got mad respect for all of the event's winners, the Q-Mann was especially proud to see a Rose player take the title for Ultro Street Fighter IV. The "pros" may tell you that your favorite characters are too low-tier to win, but take it from me: In the end, what matters most is the skill of the player...

Way back in the ancient history of mankind—otherwise known as 2011—BioShock creator Ken Levine stood onstage at Sony's E3 press briefing and announced a mysterious new game in the franchise that was in development for Sony's vet-to-be-released PlayStation Vita. While many (including yours truly) loved the idea of some sort of BioShock experience on the go, the project was never meant to be. However, Mr. Levine has finally opened up publicly about what the game would've been, and it's not what you might originally expect. "I was thinking a Finol Fontosy Toctics-style thing set in pre-fall Rapture," he revealed on Twitter. "Something that would work well on the Vita and not be a compromise in any way. Also, as some know, I'm a turn-based [fan]." You wanted to make a strategy RPG set in Rapture that I could take anywhere with me, and now I'll never get to play

it? You're breakin' my heart, Kenny! Unfortunately, it just seems like a case of something that wasn't meant to be. Levine explained that the game never happened due to 2K Games and Sony being unable to put a deal together for the project. My guess? Andrew Ryan's insistence that he should hold other people's lives in his hands—not the other way around...

Enough talk about games you can't play let's move on to something that you can! Well. movbe can. This one's still in my "cautiously hopeful" pile, but talk is circling around that Capcom could be putting together a follow-up of sorts to Resident Evil: Revelotions. What originally started as an early 3DS exclusive ended up remastered in HD for console players to enjoy—and, boy. did the Quarter-Master of Unlocking enjoy it. This proposed Revelotions 2 would be for the Xbox One, PS4, Xbox 360, and PS3, which makes a zombie-filled city full of sense to me...

Sometimes, peeks at what the future holds for gaming come as simple words straight from the source. Take, for example, Lester Speightwho you may know better as the voice of Pvt. Augustus "Cole Train" Cole from Geors of Wor. When asked if he had perhaps received a call to reprise his role in a new chapter of the beloved Xbox franchise, he answered with one simple word: "Yup!" It's already known that Microsoft's Black Tusk Studios is hard at work on a new Gears release for the Xbox One, but what hasn't been confirmed yet is if it will feature a return of previous characters. Speight's reply seems to assure fans that, at the very least, Cole Train will be back—well, that is, unless he's being tasked with recording some extra dialogue for a Geors of Wor collection instead...

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OCTOBER

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FORZA HORIZON 2

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MIDDLE-EARTH SHADOW OF MORDOR



BORDERLANDS: THE PRE-SEQUEL

EVOLVE 2K GAMES/XBO, PS4, PC

WWE 2K15 2KSPORTS / XBO, PS4, 360, PS3

ASSASSIN'S CREED UNITY UBISOFT/XBO, PS4, PC

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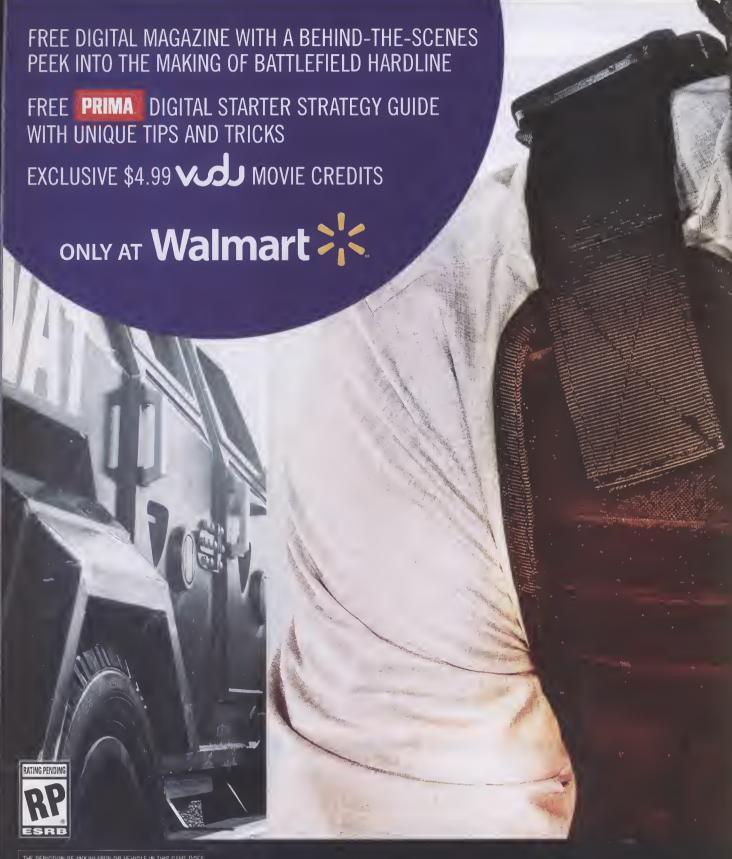






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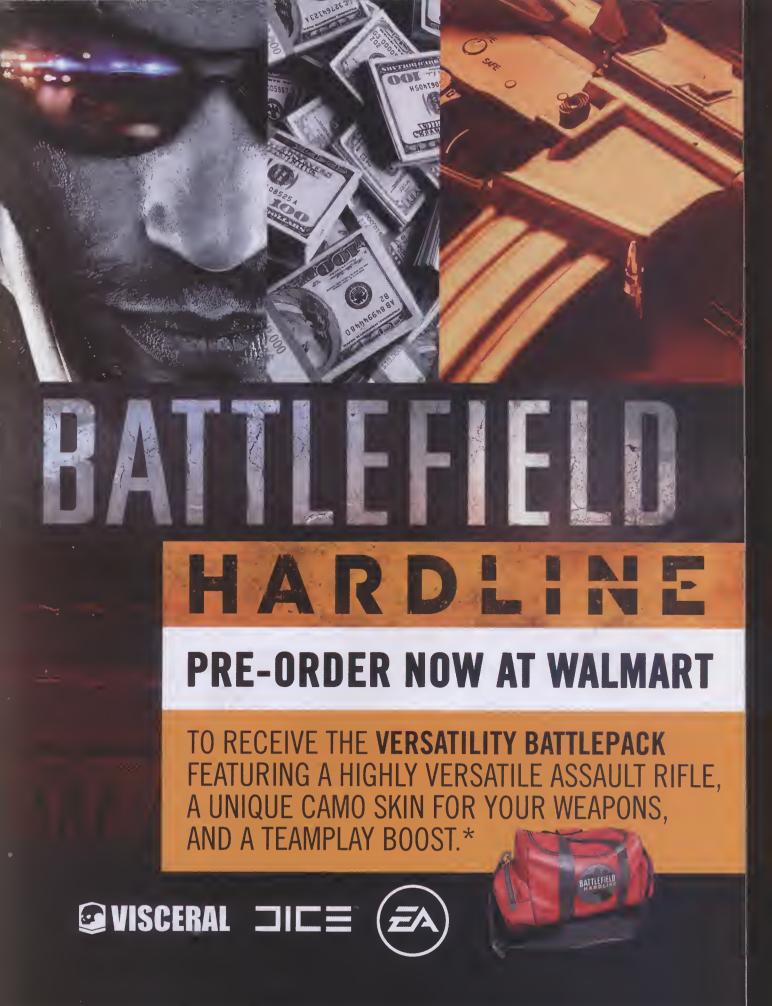


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- **DEVELOPER** BUNGIE
- PLATFORMS XBOX ONE. PS4, 360, PS3
- RELEASE DATE 09.09.2014

"Destiny features everything you'd expect from a great first-person shooter: a cinematic campaign, intense cooperative and competitive multiplayer, and an arsenal of awesome weapons and gear you can use to fight back your enemies. But we wanted to take the first-person-shooter genre, and all the success we found with Halo, and really do something new. What if we let players create and build their own unique heroes from scratch? In Destiny, you create and evolve a unique and persistent character—your character. And if you want to explore the world and our cinematic campaign on your own, you can absolutely do that. But while you're out taking on missions, you'll discover that the worlds of Destiny are also being explored by other players out on their own adventures. You can fight alongside them on the fly, go your own separate way, or go to the Crucible, which is our competitive multiplayer mode."

--- ERIC OSBORNE, HEAD OF COMMUNITY, BUNGIE

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NHL 15

- **PUBLISHER** EA SPORTS
- DEVELOPER EA CANADA
- PLATFORMS XBOX ONE, PS4, 360, PS3
- RELEASE DATE 09.09.2014

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—SEAN RAMJAGSINGH, PRODUCER, EA SPORTS

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-RYAN VAUGHAN, PRODUCER, THE SIMS 4

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- **PUBLISHER** ACTIVISION
- **DEVELOPER** BLIZZARD ENTERTAINMENT
- PLATFORMS XBOX ONE, PS4, 360, PS3
- RELEASE DATE 08.19.2014

"The Ultimate Evil Edition of Diablo III contains all of the amazing features of the Reaper of Souls add-on: a new fifth act in the quest to stop Malthael, the Angel of Death; Adventure Mode, which lets you explore the world any way you want; and Loot 2.0, which improves loot-drop pacing and brings tons of new legendary and set items to discover. But we've also added several console-only features. For instance, if you're playing with a friend who's a much higher level than you, we'll temporarily boost your stats to be comparable. You can also send friends gold, crafting materials, or a really awesome item, and if you get a legendary or set item, your friends might get a gift box. Lastly, if you're killed by a monster, there's a chance that it'll transform into a powerful Nemesis that will one day attack one of your friends."

----JONNY EBBERT, CONSOLE LEAD, BLIZZARD ENTERTAINMENT

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PROFESSOR LAYTON VS. PHOENIX WRIGHT: ACE ATTORNEY



- PUBLISHER NINTENDO
- **DEVELOPER** LEVEL-5, CAPCOM
- PLATFORM 3DS
- RELEASE DATE 08.29.2014

Two of the most popular worlds from Nintendo's DS and 3DS handhelds are set to come together in Professor Loyton vs. Phoenix Wright: Ace Attorney, a new crossover where famed professor Hershel Layton and Capcom's exuberant attorney Phoenix Wright must make the most of their unique skills to help a young girl named Espella who's been accused of witchcraft. After both characters (and their assistants) are transported to the medieval city of Labyrinthia thanks to a strange book, players go on an exciting adventure that combines the puzzle-solving of the Professor Loyton series with the courtroom action of the Ace Attorney franchise. With two of the smartest minds from all of videogaming on her side, can Espella's name be cleared, and will wrongs be made right in the world of Labyrinthia?

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10 SECCELS OF ULTRASTREET FIGHTER IV



BY PAUL SEMEL

n the beginning, there was Street Fighter IV. And it was good. But apparently not good enough, because since the original hit arcades in 2008, Capcom has updated it as 2010's Super Street Fighter IV, again that same year as Super Street Fighter: Arcade Edition, and now as Ultra Street Fighter IV. Though, according to producer Tomoaki Ayano and assistant battle director Peter Rosas, even if you've played every iteration, there may be things about this brawier you don't know. Weli, until you fight your way through this story, that is.

FIGHT FIRE WITH FIRE

As you can imagine, the people making *Ultra* Street Fighter IV and its predecessors played a iot of their own game to make sure it works right. And sometimes, apparently, to make sure it works the way they want it to. "Sometimes, our teams couldn't see eye-to-eye on certain baiancing aspects of the game," Rosas notes. "But whenever that happened, we'd settie it by playing a 1-on-1 match of the game."

CULTURAL EXCHANGE

As anyone familiar with the phrase "All Your Base Are Belong To Us" will tell you, some things just don't translate. But sometimes they translate better than you might think. "Though 'W' might seem odd on the revenge bar when you select Ultra Combo W." Rosas admits. "it actually makes quite a bit a sense. In Japan, 'W' denotes 'double,' whereas in the West, the 'W' calls out the 'double U' or double Ultra"



THE MEDIATOR BETWEEN HEADS AND HANDS

As we said, Ultra Street Fighter IV is the evolution of Super Street Fighter. But there was almost something in Ultra that might've prompted yet another name change. "There was, at one point, a third new battle mechanic in the game," Rosas confesses. "It was going to allow characters to combo their supers into their ultras. But it didn't make the cut." Much to the chagrin of anyone hoping to play Sepultura Street Fighter IV.

COMBO MEAL

While you can play Ultra Street Fighter IV by mashing the buttons in hopes of doing something cool, you have to learn the game's combos and other special attacks if you want to do anything truly powerful. Though, as Rosas explains, sometimes those moves are too powerful. "When Red Focus was first implemented, it was unblockable," he says. "That made the game play much faster, but it also created too much of a random factor that pulled away from the deep strategy generally associated with the Street Fighter series. It also cost a full meter to use offensively initially, but that was changed, since it hindered players from doing really cool combos."



REAR ENDED

Sometimes when we do these 10 Secrets stories, we're told things about a game that, to be perfectly frank, we'd rather not know. This is one of them. "Dhalsim had a new move." Rosas explains, "in which he'd bend over and shoot a series of fireballs from his backside. It was removed, however, since it was too powerful." Sure, That's why it was removed.

06 **NEW YORK DOLLS**

Ultra Street Fighter IV marks the first time that the character Decapre—who's one of the Dolls, M. Bison's female bodyquards—is playable in a Street Fighter game. But she's actually not that new. "Decapre's design was based on the art for [1998's] Street Fighter Alpha 3," admits Ayano, "where she made a very brief cameo appearance."



CLAW YOUR WAY TO THE TOP

With Decapre only making a brief cameo appearance in Street Fighter Alpha 3, the designers of Ultra Street Fighter IV had to update her look for this new game. Not surprisingly, this took some work. "Decapre's claw and mask went through many revisions to ensure that they made her look more menacing," Rosas notes. "The original images for her mask showed off more of her mouth, while others had smaller, sharper eyes."



os i ORBLIVION

Along with an updated look, Decapre's presence in Ultra Street Fighter IV means that the team had to create her attacks as well. But not all of them made the cut. "When her Ultra 1. Psycho Street, was initially created." Rosas recalls, "she created a large orb of power that hit the opponent multiple times but stayed in place."



HAIR TODAY, GONE TOMORROW

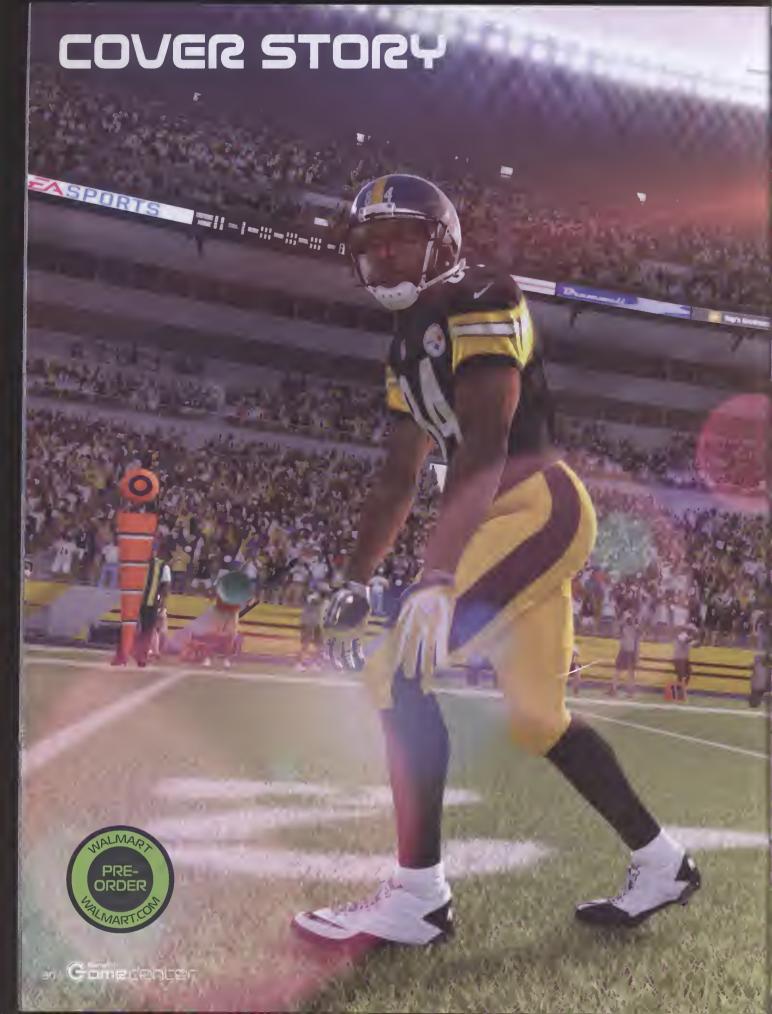
While Decapre isn't entirely new, Super Street Fighter IV did introduce some fresh blood to the game, including a Turkish oil wrestler named Hakan. But while Hakan's head looks as if it was inspired by LEGOs, Ayano explains that its origins are actually much more spiritual than Danish blocks."It was actually inspired by the Buddha's hair," he says. "It's a collection of tightly twisted, spiraling curls."



THREE DAYS OF THE CONDOR

As you can imagine, many of the changes implemented in *Ultra Street Fighter IV* were suggested by fans of this fighting game. "Fan feedback was so important to the character design that more than 40,000 pieces of feedback were collected and considered," Rosas explains. Of course, not everything collected and considered got implemented."A lot of T. Hawk fans requested that he get a gun," Rosas adds. "Since this is out of character, we decided instead to turn him into a bullet in the form of his Condor Spire attack."





MADDEN NFL 15

BRINGING THE BLITZ

BY RAY CARSILLO

FASPURIS

ew feelings are more satisfying when playing Madden than seeing the words "User Pick" flash on the screen after intercepting a pass in the secondary, picking up a fumble and taking it to the house, or just throwing a quarterback to the turf for the sack on a critical third down. Unfortunately, in recent years. fewer and fewer players seem to be interested in the defensive side of the ball, citing the difficulty in understanding the intricacies.

- **PUBLISHER FA SPORTS**
- **DEVELOPER** EA TIBURON
- PLATFORMS XBOX ONE, PS4, 360, PS3
- RELEASE DATE 08,26,2014

COVER STORY

Besides, today's NFL is an offensive-minded league, right? It's a lot more thrilling to be the quarterback with the cannon arm, the running back that hits the hole like a Mack truck, or the flashy wide receiver with hands that the ball just always seems to stick to. Well, just like the Seattle Seahawks in Super Bowl XLVIII, Madden NFL 15 is here to remind everyone that offense may win games, but defense wins championships.

This year's iteration of everyone's favorite annual football franchises sees major changes on the defensive side of the ball. In honor of the *Madden NFL 15* cover athlete, Super Bowl champion cornerback Richard Sherman (the first defensive player to grace the front of the box since *Madden NFL 2005*'s Ray Lewis), there's

"DEFENSIVE SECONDARY PLAY HAS BEEN COMPLETELY OVERHAULED IN MADDEN NFL 15."

CREATIVE DIRECTOR OF GAMEPLAY REX DICKSON

probably no more fitting place to start than in the secondary.

"Defensive secondary play has been completely overhauled in *Madden NFL 15.*," explains creative director of gameplay Rex Dickson. "You'll see dramatic improvements in Al decision-making, positioning, and how [defensive backs] play the ball."

The folks at developer EA Tiburon aren't just looking at the big picture on defense, though. They're making overhauls on the micro level, too, tweaking elements that perhaps only the

biggest pigskin freaks would notice.

"The biggest change is the 'break on ball' behavior. Elite DBs like Richard Sherman, Darrelle Revis, and Patrick Peterson will break as soon as the QB locks his shoulders to throw," Dickson says. "Defenders with lower coverage ratings will wait until the ball is released before breaking on the throw. On top of all that, the new defensive camera makes user-controlled defensive backs a thrilling experience. Snatching picks out of the air with the ball-hawk mechanic has never been so rewarding."





AS SEEN ON TV

A big part of making Madden NFL 15 the most realistic football simulation comes with crafting an experience that feels more like the television product fans watch every Sunday afternoon during the fall. To help do this, EA Tiburon brought in an expert with this specific focus in mind.

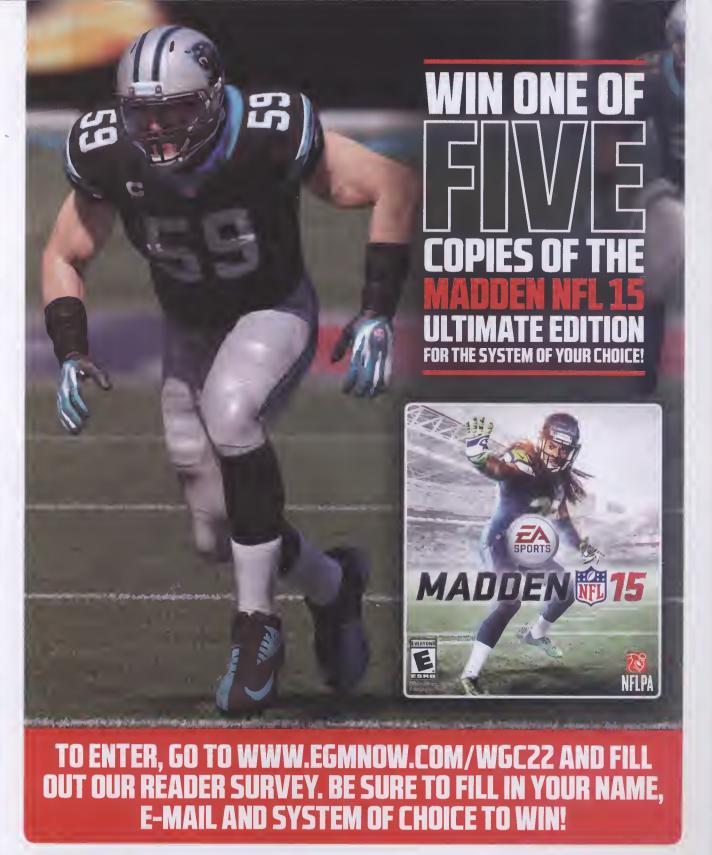
"The team made a critical hire in bringing on Emmy-winning NFL Films cinematographer Brian Murray to be our new director of presentation," explains Madden creative director of gameplay Rex Dickson. "Brian brings years of expe-

"THE TEAM MADE A CRITICAL HIRE IN BRINGING ON EMMY-WINNING NFL FILMS CINEMATOGRAPHER BRIAN MURRAY."

-CREATIVE DIRECTOR OF GAMEPLAY REX DICKSON

rience with NFL Films in how to present, shoot, and broadcast an NFL game. What you will see is the most authentic presentation in franchise history. Everything in the game is shot like it would be in a real-world NFL broadcast."

Coupled with Murray's video expertise, longtime CBS broadcasters Jim Nantz and Phil Simms have recorded more than 80 hours of new commentary for *Madden NFL 15* to make this year's presentation the true total package.



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COVER STORY

Anyone who knows football, though, knows that if the quarterback can't get the pass off to begin with, the secondary's job is a whole lot easier. That's why, if you'd rather spend your time playing in the trenches with a blitzing linebacker, a speed-rushing defensive end, or a hole-clogging defensive tackle, a brand-new set of block-beating mechanics are being instituted this year that'll redefine your idea of an effective pass rush.

"Rushing the passer is a whole new experience in this year's Madden." Dickson explains. "Gone are the days of spamming the right stick and hoping you beat the block. The new mechanics start with an 'off the line' jump-thesnap mechanic. Successfully timing your jump on the snap count will give your defender an advantage over the blocker, but mis-timing the snap can result in an encroachment penalty or getting pancaked."

Changes are also coming to the controls themselves, which should give players more options to control fearsome onrushing defenders the way they'd prefer.

"Once engaged, pass-rush moves can now be performed with the A button, which uses a finesse move, or the X button, which unleashes a power move," Dickson reveals. "The new player ring gives clear visual feedback as to when to perform the move and which action is best suited for the selected defender. You can also steer a blocker using the left stick to hold gaps and get an offensive lineman off-balance. Once the defender is off the block, there are some all-new tackling mechanics to bring down the QB."

"RUSHING THE PASSER IS A WHOLE NEW EXPERIENCE IN THIS YEAR'S MADDEN."

CREATIVE DIRECTOR OF GAMEPLAY REX DICKSON

As Dickson insinuates, beating the block is one thing, but bringing down your opponent is another. There's nothing more frustrating than having a defenseless running back lined up for a big hit, only to have them juke away at the last second and turn a five-yard loss into a 15-yard gain, or for a quarterback to spin out of a sack and throw a completion for a back-

breaking first down. New tackling mechanics, however, may well end players' days of whiffing in the backfield.

"The new tackling mechanic starts with the tackle cone." Dickson elaborates. "This allows users to visualize the appropriate distance to the ball carrier necessary to trigger a tackle, which will dramatically increase the effectiveness of user tackling. The A button performs a conservative tackle, while the X button from distance performs a dive tackle. Meanwhile, using the X button up close performs a big hit, similar to when you use the hit stick. Meanwhile, block shedding is now performed by pressing the A button while holding left or right on the left stick. This allows you to hold a gap, then come off the block as the ball carrier tries to get by and smoothly transition into a tackle."

So, with the help of these new systems, the days of defense being a frustrating endeavor are hopefully behind us. *Madden NFL 15* looks like it's set to revolutionize the most important side of the ball—all in the hopes of never holding players back from realizing their own gridiron greatness. ©















IMPROVEMENTS AND DECLINES

Big years for certain players could mean big changes when it comes to how *Madden* perceives their rankings in-game. Age, poor seasons, and injuries can also lead to a big decline in these numbers. Here are the five most improved and biggest dropoffs *Madden NFL 15* rosters will see.

MOST IMPROVED

1. Marquette King

Punter, Oakland Raiders

It's never easy to judge punters before they set foot on the field, and after King spent his rookie year on injured reserve, no one expected him to lead the league in yards per punt last year with 48.9. But that's what he did, and his overall ranking improves by 18 and sits at an 82 now.

2. Jerrell Powe

Defensive Tackle, Houstan Texans

After not doing much during his rookie contract with the Kansas City Chiefs, the opportunity for more playing time and lining up next to Jadeveon Clowney makes it so this free-agent pickup by Houston gets an 11-point bump up to 72 overall.

3. Mike Neal

Linebacker, Green Bay Packers

After primarily serving as a backup for the first three years of his career, Neal had a chance to start for much of last season and delivered 50 tackles (including five sacks), an interception, and a forced fumble. This spike in production and the likelihood of him continuing to have a strong role in Green Bay's defense led to a 10-point increase to 82 overall.

4. Mason Crosby

Kicker, Green Bay Packers

Staying in Lambeau, Mason Crosby had a career-worst 21 field goals made, which translated to a dreadful 63.6 percent success rate, in 2012. With rumors circulating he was on the chopping block, Crosby bounced back to produce career bests with 33 field goals made for an 89.2 percent success rate in 2013. His ratings mirror that with a 10-point bump back to an 82.

5. Sam Martin

Punter, Detrait Lians

Another punter seeing the field for the first time, Martin had the sixth-best yards-perpunt average in the NFL, with a 47.2 in his rookie season. This led to a ranking increase of 10, giving him an 81 heading into his sophomore campaign.

BIGGEST DECLINE

1. Sebastian Janikowski

Kicker, Oakland Raiders

After setting a career high in field-goal percentage with 91.2 percent in 2012, Janikowski followed it up with his third-worst career campaign, hitting only 70 percent in 2013. If he's going to show last year was a fluke, he'll have to do it with a 76 Madden rating, 15 points lower than last year.

2. Pat McAfee

Punter, Indianapalis Colts

After setting a career best in 2012 with a 47.9 yards-per-punt average, McAfee came back down closer to his career average of 45.5 last year, with only a 46-yard average. With the decline, his *Madden* rating drops 14 points to an 83.

Offensive Lineman, Cincinnati Benaals

After starting every game the previous four years, Whitworth missed a pair of games last season, giving him some durability questions, since he's on the wrong side of 30 now. Whitworth takes a nine-point hit and drops to a still-respectable 87 *Madden* rating.

4. Julius Peppers

Linebacker/Defensive End, Green Bay Packers
Though he's still producing at a solid clip,
Peppers only had 7.5 sacks last year, the
third lowest of his career. Couple this with
a new defensive scheme and possible position shift after leaving Chicago, and plenty
of questions surround the 34-year-old.
These questions translate to a seven-point
decline, down to an 82 Madden rating.

5. Eric Fisher

Offensive Lineman, Kansas City Chiefs

Some guys take to the NFL quicker than others, and Eric Fisher, after being the No. 1 overall plck in 2013, looks to be starting on the slower side. An ugly rookie campaign had Fisher looking like a possible bust, and he's just one of many question marks surrounding the Chiefs' offensive line. So, It's no surprise that Fisher drops seven points to a 74 rating.

COVER STORY JUST A LITTLE OUTSIDE It used to be that QBs in Madden could only throw "accurate" or "wildly inaccurate" passes. This year, physics improvements allow for "slightly inac-BE THE BALL HAWK curate" passes caused by pressure in the pocket or lower skill. This makes for a still-catchable ball, but Defensive backs have a new layer in their Al this wide receivers will now offer a flurry of new animayear called "break on ball" behavior. This allows tions as they try to jump, dive, or make one-armed the Pro Bowl-caliber DBs to get a better jump on grabs if the passes aren't on the numbers. each ball and offers a more realistic representation of their abilities. 36 Camecenter

MADDEN NFL 15

GRIDIRON GRAPHICS

As part of *Madden's* presentation overhaul this year, each NFL stadium has been reworked to incorporate not only authentic JumboTron placement around each venue, but also authentic graphic prompts to get the crowd into the game—or quiet them down when necessary.

EARLY BIRD CATCHES THE QB

The new "off the line" jump mechanic allows D-linemen who properly guess the snap count to get an extra burst of strength and speed on their way to the QB. If they mistime it, however, they'll be called for an encroachment penalty or get a pancake block from a beefy O-lineman and be taken out of the play.

PREVIEW

- PUBLISHER 2K GAMES
- **DEVELOPER TURTLE ROCK STUDIOS**
- PLATFORMS XBOX ONE, PS4, PC
- RELEASE DATE 10.21.2014



EVOLVE

A DIFFERENT KIND OF MULTIPLAYER

BY ERIC L. PATTERSON

aving four players gang up against one opposing player may seem like an unfair situation, but it's this very setup that makes 2K Games' upcoming Evolve so interesting. Those four players are human hunters, each fulfilling a specific role on a team, using their unique class abilities to come together as one cohesive unit to defeat a lone player filling the role of the monster being hunted. Don't feel too bad for that lone-wolf player, however: Evolve's monsters won't be ready to go down without a fight.

Interestingly, that 4-vs.-1 dynamic that's so core to what Turtle Rock Studios is trying to do in *Evolve* played out quite differently in the early days of the game's development. According to executive producer Matt O'Driscoll, the idea of classes didn't exist at first; instead, players could decide between different loadouts to pick their playstyle.

"This made balancing really tricky, since people would just choose what they liked and not think about the team," O'Driscoll remembers. "We moved toward classes but let players choose what class they wanted to play. This made for a really tough time for the monster as soon as two medics were in the round, so it was then that we only allowed one class per round, and the balance and fun factor really started to play out."

Equally important in *Evolve's* gameplay equation, of course, were the monsters. Given that players filling that role would have only themselves to rely on, the team needed to make sure that one monster by itself could deal with four different character types at the exact







"WE ONLY ALLOWED ONE CLASS PER ROUND, AND THE BALANCE AND FUN FACTOR REALLY STARTED TO PLAY OUT."

same time—not an easy feat, but one on which the folks at Turtle Rock Studios have worked long and hard

"We make sure that all our monsters have different ways of dealing out damage to the hunters," O'Driscoll says. "For example, we found early in development that hunters could camp out at the end of the round and heavily trap the area, forcing the monster into walking into a trap. At the time, we didn't have a ranged attack—and thus, the Goliath's rock throw was born " @



For those playing as the hunters, winning or losing in Evolve will not only depend on how well you work together as a team, but also on how well you utilize the talents and abilities of your chosen class. Here's a quick guide to the four main character types—and what each brings to the fight.

ASSAULT

Playing Assault will give you the chance to use the biggest, baddest weaponry in the one getting the closest to the monster and its own tools of destruction.

TRAPPER

Trappers have two very Important roles to play In Evolve: finding where the monster is at any given moment and keeping it pinned down in a confined area so that it doesn't have the chance to get away and evolve into a much stronger threat.

MEDIC

While Medics can snipe from afar, most of your time will instead be spent on your team alive and revived as they get pummeled by the monster's brutally

SUPPORT

Support players will do just as their class name implies: support the rest of their team members with a variety of offensive and defensive tools that can help turn the tide in the fight against



PREVIEW

- PUBLISHER DISNEY INTERACTIVE STUDIOS
- DEVELOPER AVAI ANCHE SOFTWARE
- PLATFORMS XBOX ONE, PS4, WILU, 360, PS3, PC
- **RELEASE DATE 09.23.2014**



DISNEY INFINITY 2.0: MARVEL SUPER HEROF

DISNEY INFINITY ORIGINALS

BY MARC CAMRON

he emphasis on Disney Infinity 2.0 is unquestionably the wonderful characters from the Marvel universe. We can't wait to tackle the new Play Sets with The Avengers and Spider-Man. However, this doesn't mean the folks at Disney and Avalanche are ignoring the classic characters this time around. Disney has announced a line of "Disney Originals" that will be coming to your Toy Box in November. So far, seven new Originals have been announced, representing many corners from Disney's vast catalogue. And while these figures don't have their own Play Sets, they all make fantastic additions to the ever-growing Toy Box.

When Maleficent and Merida were revealed shortly after the game's announcement, we knew traditional Disney fans had plenty to anticipate. Maleficent (like the Lone Ranger last year) ties into the recent Angelina Jolie hit film and gives players the chance to get a little evil. Merida, on the other hand, is one of Disney's strongest female characters, a princess who's better with bows than beaus. But it's what followed that really got us excited.

Stitch and Tinker Bell represent completely opposite ends of the spectrum. Stitch is as rough-and-tumble as he is lovable, and he's well equipped to handle any adventure that comes his way. Tinker Bell, on the other hand,

THE MOST RECENTLY ANNOUNCED ORIGINAL IS ONE OF THE MOST **POPULAR CHARACTERS OF ALL TIME:** DONALD DUCK.

is a perfect little lady. Her wings and pixie dust still make her formidable, though.

And if you're looking for a perfect couple. look no further than Aladdin and Jasmine. Whether shopping in Agrabah or trying to escape the Cave of Wonders, these two work best as a duo.

Finally, the most recently announced Original is one of the most popular characters of all

time: Donald Duck, No duck has ever traveled the world on as many adventures as Donald (except maybe his Uncle Scrooge), and he comes to Disney Infinity prepared to lead all of the other characters into the unknown.

If you didn't see your favorite character here, don't worry. There are many more to come, so there's a great chance you'll find your favorite in your Toy Box soon. @









OUR INFINITY WISH LIST

Disney's doing a great job of filling out the ranks with new Disney characters, particularly since 2.0 is more heavily concentrated on the Marvel side of the street. But with nearly 100 years of characters to pull from, the vault still contains a treasure trove of fantastic figures to fill out the fun. Here are a few we'd really like to see soon.

GOOFY

It makes perfect sense that Mickey and Donald would be the first two classic characters to make the cut, but they need their old friend Goofy to round out the trlo. Perhaps a classic (non–Sorcerer's Apprentice) Mickey figure would be good to go here, too.

MALLE

We love WALL-E, the little trash robot with a big mechanical heart. We're sure he could make a great contribution to the Toy Box, particularly when it comes to keeping things tidy. And let's be honest: The game needs a few good robots. What better place to start?

SIMBA

Few Disney characters are stronger than Simba. In addition to being perfect for the Toy Box, the African savanna would make a great locale for a Play Set. Either way, the inclusion of Simba would add a little class to the whole thing. He is, after all, a king.

TIGGER

Everyone knows there are many wonderful things about Tiggers: rubber tops, spring bottoms—the whole bouncy thing. Of all the Hundred Acre Wood denizens, he's the most fun. Plus, with that springy tail, he'd be great in our platform-game creations.

OSWALD -

Perhaps not the most popular choice, particularly since the last *Epic Mickey* game didn't go so well. Still, Oswald is a great character—he can take his body apart and use his parts as tools. Plus, he's the original Disney creation. He deserves a place in the Toy Box!





orza Horizon 2 is all about tearing down boundaries. When the team at Playground Games started building a follow-up to their 2012 open-world racer, they decided to do away with the walls and unbreakable fences that hemmed in the roads, leading to a much freer and—at three times the driveable area—more expansive experience.

"You can drive practically anywhere you want in the world," explains creative director Ralph Fulton, "bursting through fences and speeding through fields, carefully picking your way through dense forests in your custom-built off-roader, or tracking down the longest, fastest road you can find and letting your favorite supercar do what it does best."

The end result should bring a much greater sense of variety and a stronger sense of exploration. Given that *Horizon 2's* backdrop is the exotic coasts, sweeping roads, and picturesque towns of Southern Europe, that's an exciting proposition.

Equally promising, however, is the game's emphasis on upending another, more figurative boundary. "We've made a concerted effort to erase the lines between 'single-player' and



'multiplayer' in the game," Futon says. "No matter where you are, you'll be able to go online and race your friends with just a press of the button—no lobbies, no waiting for a match to begin here."

And thanks to the inclusion of Forza Motorsport 5's Drivatar system, you'll still be able to feel connected even when you're going solo, competing against constantly evolving Al profiles based on the behavior of your friends. That includes any clever off-road shortcuts they discover, too, so you'll really need to be on your toes if you're going to pull out the podium finish.

In Fulton's eyes, all this emphasis on seamlessly bringing people together is simply a natural extension of the franchise's core concept. "After all," he notes, "so many of the elements that make up the game's universe are shared experiences: Music festivals. Car culture. Road trips with your friends." ©

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eviews



n theory, Sniper Elite III should be an immensely interesting game. World War II has been explored by a ton of franchises over the years—but almost none have placed much emphasis on the North African theater. Elite III and its hero, OSS agent Karl Fairburne, spend all their time there. These days, just about every shooter under the sun has sniper rifles and stealth options—but very few attempt to make them deep or essential. Elite III builds just about all of its gameplay around those two predatory principles.

At times, the execution does deliver on that potential. The expansive, open environments and visuals capture the dusty heat of the Sahara quite nicely, and there's a real charm to perching yourself on a high cliff and scouting out the adobe village below. And in the moments when everything comes together, it's a blast to take out enemies like a master sniper, masking the sound of your shots amidst the roar of artillery fire and slipping from vantage point to vantage point unseen to keep the enemy on their toes.

But on the whole, it's hard not to feel like Sniper Elite III could've done a lot more with its premise. The combat and stealth suffer greatly from



IN THE MOMENTS WHEN EVERYTHING COMES TOGETHER, IT'S A BLAST TO TAKE OUT ENEMIES LIKE A MASTER SNIPER.

repetitive encounters and AI enemies that are prone to dumb, silly behavior, like forgetting they're in the middle of a firefight just because they haven't seen you for 90 seconds. The levels might include some real, historically significant battlegrounds and locations across North Africa, but you rarely get the sense that anything you're doing is even related to the war, and the characters are bland and forgettable in the extreme, Fairburne included. If you enjoy stealth and sniping, you're likely to squeeze some of fun out of Elite III—just don't expect anything too exceptional or memorable along the way.

rating

■ PUBLISHER 505 GAMES

■ DEVELOPER REBELLION DEVELOPMENTS

- PLATFORMS XBOX ONE, PS4, 360, PS3, PC
- RELEASE DATE 07.01.2014







UI TRA STREET FIGHTER IV

eeing as this is the fourth iteration on Capcom's premier fighting franchise, it might be easy for some to assume that Ultra Street Fighter IV's updates aren't enough to warrant vet another purchase for the now-six-year-old game. However, those skeptics would be wrong: Ultra brings a wide variety of changes that really add new life and flavor to what was already one of the best fighting games around. The biggest, obvious expansion is the character roster, which sees familiar faces Poison, Hugo, Elena, and Rolento, as well as newcomer Decapre, now taking on the rest of the SFIV crew. All of these characters bring something worthwhile to the game, but they're also accompanied by a few fresh gameplay twists that you'll appreciate no matter your skill level. Round the package out with new online tournament and training modes, and this is probably the best that Street Fighter IV has ever been.

ULTRA BRINGS A WIDE VARIETY OF CHANGES THAT REALLY ADD NEW LIFE AND FLAVOR.

rating

- PUBLISHER CAPCOM
- DEVELOPER CAPCOM
- PLATFORMS 360, PS3, PC
- RELEASE DATE 08.05.2014





GRID: AUTOSPORT

hereas last year's Grid 2 focused on accessible handling, crazy event types, and storytelling, Grid: Autosport is laser-focused on pure race-day thrills. As you work your way up from novice to legend in the game's five disciplines, you'll quickly grow to appreciate how much effort has been put into making each one feel distinct and authentic, Taking a Formula 3 car out on the track in an open-wheel race is a wildly different experience from the aggressive paint-trading of a touring event or the careful, patient strategy of a lengthy endurance contest. The sense of variety is truly fantastic but the same unfortunately can't be said of the options Autosport offers to players. Unlike prior entries, you can't own a garage full of cars to upgrade and race as you see fit. Instead, you're limited to whatever the game decides to give you for a given event, and that spoils the depth that makes the best games in the genre so engaging.

IT'S LASER-FOCUSED ON PURE RACE-DAY THRILLS.

rating 73%

- PUBLISHER CODEMASTERS
- DEVELOPER CODEMASTERS
- PLATFORMS 360, PS3, PC
- RELEASE DATE 06.24.2014

MADDEN NFL 15



BROUGHT TO YOU BY PRIMA GAMES



SAN FRANCISCO 49ERS

GAMEPLAY RATING: 90



OWNER: JED YORK Legacy Score: 750



COACH: JIM HARBAUGH

Level: 30 Legacy Score: 650 Off. Scheme: Power Run Def. Scheme: Base 3-4

Connected Franchise Mode

CFM Team Rating: 93

Offensive Scheme: Power Run Defensive Scheme: Base 3-4

Strengths: QB, HB, TE, MLB, ROLB, RE

Weaknesses: C. DT. LOLB, CB.

2013 Team Rankings 2nd NFC West (12-4-0)

Passing Offense: 30th Rushing Offense: 3rd Passing Defense: 7th Rushing Defense: 4th

2013 team leaders

Passing: Colin Kaepernick: 3,197 Rushing: Frank Gore: 1,12B Receiving: Anguan Boldin: 1,179 Tackles: NaVorro Bowman: 145 Sacks: Ahmad Brooks: B.5 Ints: Tramaine Brock: 5

Key Additions

S Antoine Bethea CB Chris Cook QB Josh Johnson

Kev Rookies

S Jimmie Ward HB Carlos Hyde C Marcus Martin

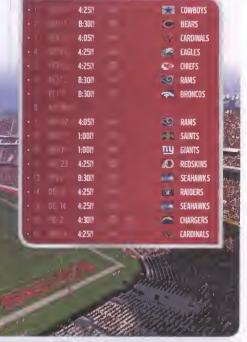
Offensive Scouting Report

- · With the six-year extension to QB Colin Kaepernick's contract you can rest assured that your franchise OB won't be leaving town anytime soon. Surround him with speed and you will have one of the most potent offenses in the league.
- Veteran HB Frank Gore is one of the team's leaders, but his contract is up at the end of the season. The 49ers have four HBs 25 and younger, all of which have the talent to be a starting HB in this league. Let Gore go at the end of the year.
- The 49ers have WRs that have great Catch ratings but lack top end speed to make this offense explosive. Look to the draft for a speed receiver.

Defensive Scouting Report

- It doesn't get much better than the 49ers' defensive line. DT is a soft spot, but you can improve that heading into the off-season.
- · Every team in the NFL wants to emulate the 49ers' linebackers. They have elite players at all positions and have depth to back them all up.
- In years past the 49ers lacked top end speed in the secondary. This has improved with defenders like CBs Tramaine Brock and Chris Culliver, Make sure to invest in rookie SS Jimmie Ward's confidence.

Schedule







strategy center

PRESENTED BY

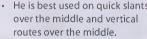


Key Players



Key Offensive Player

- Davis is the league's fastest TE; he has 90 Speed. Very few linebackers can cover him.
- · He is best used on quick slants over the middle and vertical



PATRICK WILLIS



Key Sleeper

- At 6'4" and with a 97 Jump rating Baldwin is a great target in the red zone.
- Baldwin also has 91 Speed,

which makes him a tough matchup for the dime corner on most teams.



Key Rookie

- Ward is a safety who can do a little bit of everything.
- · We like him best in coverage, as

he has enough speed to cover most TEs in the game.

Key Defensive Player

KEY RATINGS SPD: 90

- Willis is the league's best linebacker. He has the speed to cover most slot WRs.
- Take advantage of Willis's speed by playing more base formations like 4-3 and 3-4.

POW: 97 PUR: 97 PRC: 91

HT 6'1" WT 240 COLLEGE Ole Miss EXP 7

OFFENSIVE DEPTH CHART

-		JET TITCHIA	
POS	FIRST	LAST	OVR
C	Daniel	Kilgore	75
C	Marcus	Martin	71
FB	Bruce	Miller	87
FB	Will	Tukuafu	68
HB	Frank	Gore	90
НВ	Kendall	Hunter	78
HB	LaMichael	James	69
НВ	Marcus	Lattimore	70
LG	Mike	lupati	90
LG	Joe	Looney	65
LS	Kevin	McDermott	57
LT	Joe	Staley	94
LT	Jonathan	Martin	70
QB	Colin	Kaepernick	B9
QB	Blaine	Gabbert	72
QB	McLeod	Bethel-Thompson	64
RG	Alex	Boone	83
RG	Adam	Snyder	74
RG	Ryan	Seymour	69
RT	Anthony	Davis	88
RT	Al	Netter	71
TE	Vernon	Davis	94
TE	Vance	McDonald	71
TE	Garrett	Celek	68
WR	Anquan	Boldin	90
WR	Michael	Crabtree	B9
WR	Stevie	Johnson	В6
WR	Jonathan	Baldwin	69
WR	Quinton	Patton	72
WR	Brandon	Lloyd	7B

DEFENSIVE DEPTH CHART

POS	FIRST	LAST	OVR
СВ	Tramaine	Brock	B2
СВ	Chris	Culliver	7B
CB	Perrish	Cox	71
CB	Chris	Cook	79
DT	Glenn	Dorsey	79
DT	lan	Williams	74
DT	Quinton	Dial	64
FS	Eric	Reid	B1
FS	C.J.	Spillman	72
FS	Dontae	Johnson	69
LE	Ray	McDonald	В7
LE	Tony	Jerod-Eddie	74
LOLB	Ahmad	Brooks	B4
LOLB	Corey	Lemonier	71
LOLB	Aaron	Lynch	61
MLB	Patrick	Willis	96
MLB	NaVorro	Bowman	96
MLB	Michael	Wilhoite	70
MLB	Nick	Moody	61
RE	Justin	Smith	92
RE	Demarcus	Dobbs	64
RE	Tank	Carradine	73
ROLB	Aldon	Smith	96
ROLB	Dan	Skuta	75
SS	Antoine	Bethea	87
SS	Jimmie	Ward	74
SS	Craig	Dahl	74



SPECIAL TEAMS

	POS	FIRST	LAST	OVR
	K	Phil	Dawson	90
	KR	LaMichael	James	69
	KR	Kendall	Hunter	7B
	Р	Andy	Lee	95
	PR	LaMichael	James	69





MADDEN NFL 15

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BEST OFFENSIVE PLAYS: PRO TIPS

These are the best two plays in your playbook. Use them when it matters most.

- The HB's route in HB Circle makes it one of our favorite plays in the game.
- In run plays, sub TEs in for WRs to get better run blocking.

Best Pass: GUN DOUBLES ON — HB CIRCLE

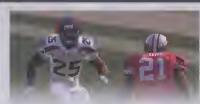


ADVANCED SETUP DRAG THE FAR RIGHT WR

- · Against zone coverage target the smash concept on the left sideline.
- · Against man-to-man coverage go to the HB's angle route or angled TE vertical
- Against the blitz look to the HB's angle route or the underneath drag.



Best Run: GUN WING TRIPS WK — BUCK SWEEP READ OPT



ADVANCED SETUP READ THE KEY DEFENDER

- · You can still gain yards with the Buck Sweep even if your opponent contains
- Never force anything when running read options. Make the right read and live to fight another day.



SAN FRANCISCO

OFFENSIVE PASSING

1ST DOWN	2ND AND SHORT	3RD AND SHORT
Gun Empty Trey Flex— Four Verticals	Gun Empty Trey Flex Y Stick	Pistol Full House Base—Wing PA Cross
Gun Bunch HB Str— Flanker Drive	Gun Trey Open—Stick	Pistol Weak TwinsTE Drag
Gun Doubles On—TE Dig	Gun Snugs Flip— Bench Switch	Singleback Ace Close— Tight Slots Stick
GOAL LINE	2ND AND LONG	3RD AND LONG
Goal Line—PA Power O	Singleback Twin TE FlexSmash	Gun Empty Trey Flex Stick N Nod
Goal Line—PA Power O Weak Tight Pair—X Slant	Singleback Twin TE	Gun Empty Trey Flex
O Weak Tight PairX	Singleback Twin TE Flex—Smash Gun Wing Trips Wk—	Gun Empty Trey Flex— Stick N Nod Gun Trey Open—Slot

OFFENSIVE RUNNING

1ST DOWN	2ND AND SHORT	3RD AND SHORT
I-Form Pro Twins—HB Toss	I-Form Tight Iso	Weak Tight Pair—HB Gut
I-Form Pro TwinsHB Dive	I-Form Niners Heavy— TE Tight Lead	Pistol Ace Twins— HB Power O
Strong Pro—HB Toss Mtn	Strong Tight Pair—HB Dive	Pistol Ace Twins— Strong Power
GOAL LINE	2ND AND LONG	3RD AND LONG
Goal Line—QB Sneak	Gun Trey Open—HB Draw	Pistol Full House BaseNiners Read Option
Pistol Full House Base— HB Double Iso	Weak Tight Pair— HB Lead	Gun Doubles On 45 Quick Base
Goal Line— Strong Toss	Gun Bunch HB Str HB Draw	Gun Wing Trips Wk HB Base

Inside Run Outside Run Shotgun Run









BEST DEFENSIVE PLAYS: PRO TIPS

These are the best two plays in your playbook. Use them when it matters most.

- The Nickel 2-4-5 takes best advantage of the 49ers' personnel.
- The 3-4 Bear does a great job of overloading the line of scrimmage with defenders.

Best Pass D: NICKEL 2-4-5 — NICKEL BLITZ 2



ADVANCED SETUP

- Pressure will be quick off the left edge.
 Watch for throws down the deep sideline.
- This defense can let up big plays over the deep middle.
- With quick pressure and blanket coverage underneath this play will cause problems for your opponent.

DEFENSIVE PASSING 1ST DOWN 2ND AN

1ST DOWN	2ND AND SHORT	3RD AND SHORT
Nickel 2-4-5	Big Dime 2-3-6	3-4 Bear
Cover 2 Man	Cover 2 Man	—Will Sam 1
Big Dime 2-3-6	Big Dime 1-4-6	3-4 Bear—
Cover 4 Press	Cover 3 Sky	Pinch Dog 3
GOAL LINE	2ND AND LONG	3RD AND LONG
Goal Line 5-3-3—	Nickel 3-3-5 Wide—	Quarter 1-3-7—
GL Man	Mike Blitz 0	Under Smoke
Goal Line 5-3-3—	Nickel 2-4-5Nickel	Nicke 3-3-5 Wide—
GL Zone	Blitz 2	Mike 3 Show 2

DEFENSIVE RUNNING

Man Coverage Zone Coverage Man Blitz Zone Blitz

1ST DOWN	2ND AND SHORT	3RD AND SHORT
3-4 Odd	3-4 Under	3-4 Even
Sam Buck 1	Cover 1 Hole	Pinch Buck 0
3-4 Over	3-4 Even	3-4 Under—
Sam Mike 3	Will Fire 3 Seam	Cross Fire 3
GOAL LINE	2ND AND LONG	3RD AND LONG
Goal Line 5-4-2	Big Dime 2-3-6	Big Dime 1-4-6—
Jam Cover 1	Cover 1 LB Blitz	Mike SS 1 Dog
Goal Line 5-4-2	Nickel 3-3-5 Wide	Nickel 2-4-5—
Flat Buzz	Cover 3 Buzz	Cover 2 Sink

Man Coverage Zone Coverage Man Blitz Zone Blitz

Best Run D: 3-4 BEAR — COVER 2 INVERT



ADVANCED SETUP SHOW BLITZ

- Sub in SS Jimmie Ward to get another run stopper in the game.
- MLB Patrick Willis delivers a big hit and forces a fumble, which our defense recovers.



1 QB Contain

Cover 2 Man

O Cover 2 Press



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PARTING SHOTS



PAUL RUSTCHYNSKY

GAME DIRECTOR, DRIVECLUB

WGC: When *Driveclub* was still in its planning stages, what did you want to focus on with this game?

Paul Rustchynsky: With the advent of the Play-Station 4, we could really harness all of its social features, and not just the PS4 but external connectivity from the console as well. That means iOS, Android, and the MyDrive app, because we wanted to create this community that we keep connected 24/7. So, you can be sent a challenge, get a notification sent to your phone—and, before you know it, hop back on the PS4, or Remote Play via the PS Vita, and be back into that experience.

WGC: Why was making the social features a focal point so important to you?

PR: We wanted to make sure we catered to all different types of races. So, whether you're the casual gamer who likes to drift around corners or

up against people who are slightly better than you, and there's not much we can do about that. Our matchmaking tries to make sure players are grouped together in certain skill levels, but if someone flies ahead, we want to make sure it's not just about the win, and we'll drop in faceoffs and have rewards for overdrafts as well. So, every action, whether it's drifting, drafting, or overtaking, we're awarding you Fame. Every action you do, there's a reason to stay in the race, even if you're in last place, because you're still progressing inside the game.

WGC: Sony already has a premier racing franchise in *Gran Turismo*. How hard was it to try to distance yourselves from that and get people to understand how different *Driveclub* is?

PR: As part of Sony, we obviously have to be aware of other titles in the portfolio, and we always wanted *Driveclub* to be a complementary

WE ALWAYS WANTED DRIVECLUB TO BE A COMPLEMENTARY EXPERIENCE TO GRAN TURISMO.

slam into barriers and just kind of coast around a track, you can do that, because there are always different ways to earn Fame. Fame then contributes to your club, and as your club advances, you all progress together and get more rewards and more assets for your customizations or new cars, which are then exclusive to your club. It's the idea that you can progress together, and that's a really important thing for us.

WGC: What you have done to make *Driveclub* a less intimidating racing game for more casual gamers?

PR: As you play the game, we're monitoring how you're doing and how you're playing against the rest of the world, so then we'll push content to you that's at your level. It won't necessarily be "beat the top of the leaderboard." It might be "beat this nice and easy time" that, when you do, you get the Fame rewards that are tied to that. And if you play online as well, one of the tricky things about racing games is you'll often be put

experience to *Gran Turismo*. There's no way we would move into the simulation space that they do or the real-world tracks they try to put inside their game. What we tried to do was create a more casual, accessible driving-game experience. We're using real-world cars, because we've gotten that from players: No matter what, they want to race in real cars. But we're not going to Laguna Seca or Silverstone or anything like that. We're going all around the world to handcrafted tracks that push the visual boundaries of the PlayStation 4, and I think it's that part of the game that really sets us apart. We hope racing fans will be able to go between the two.

WGC: If Sony demanded your next project would be a franchise-driven kart racer, what game would you make into a kart racer, and why?

PR: Let's go with *Shadow of the Colossus*. Imagine you've got all the different Colossi in different karts that have all their own different abilities.

ooking to expand the racing scene on Sony systems, Motor-Storm developer Evolution Studios wants to give gamers a social-oriented racing game the likes of which they've never seen before. And after a few tweaks that pushed the game past the PS4's launch window, Driveclub is finally ready to roll into our living rooms this October.



GAME/DESIGN DIRECTOR, SONY COMPUTER
ENTERTAINMENT EUROPE

GAME HIGHLIGHTS

MOTORSTORM RC, MOTORSTORM: APOCALYPSE, MOTORSTORM: PACIFIC RIFT

OBSERVE. PLAN. EXECUTE. ADAPT.



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Blood and Gore Intense Violence Language



















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XBOXONE



7 XBOX 360





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